

## **Team:WhatsInAName**

### **Team Members:**

ChPrabhuTejPulagam (CMPE 202-03)

Sandeep Kumar Chawan S (CMPE 202-03)

Shaurya Mittal (CMPE 202-03)

Aishwarya Rao (CMPE 202-04)

YashasviKomma (CMPE 202-04)

### **GitHub ID's:**

prabhutejapulagam

sandeepchawan

shauryam

aishwaryarao7

YashasviKomma

### **Team Github Repository:**

<https://github.com/sandeepchawan/CMPE202-GroupProject>

### **Task Board:**

<https://waffle.io/sandeepchawan/CMPE202-GroupProject>

### **Scrum Burndown Chart:**

[https://docs.google.com/spreadsheets/d/1S8ae0UEZnG\\_RSmKX7kaMhuGan-VXr7qpNVppfCJJMdI/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1S8ae0UEZnG_RSmKX7kaMhuGan-VXr7qpNVppfCJJMdI/edit?usp=sharing)

## Journal Entries:

ChPrabhuTejPulagam

XP value: *Respect*

The team worked on completing the first part of the game this week i.e. implementing the single player game. We were working on two different platforms: HTML5 and Processing. We were able to implement the game on both platforms but the UI of the game is not designed properly. So, the team has decided to work on the design of the project UI and develop it in the upcoming week.

Since the first part of the game is implemented and working properly, the team has discussed and come up with a plan to implement the multi player feature of the game. Since no one is familiar with it, we took some time to set up the environment. But by the next week's submission, if everything goes according to the plan, we might be able to implement the multiplayer feature and complete the project.

There are only a few requirements left to implement in the project and we will be working on them in the upcoming week and probably by the next week our project will be completed with a user friendly UI.

## Sandeep Kumar Chawan S

XP value: *Simplicity*

The focus of the week was to continue working on the HTML/Greenfoot implementations of the game. After storing the hash value, based on the selection of text made by a player for compression, overall compression percentage is calculated. For calculating the overall compression, we take into consideration the original length of the sentence, the length of the sentence after compression, and the size of the hash-map which stores key-value pairs for text selected for compression. The compression percentage achieved is a ratio of the size of compressed sentence to the size of the uncompressed sentence. The entire team was convinced that the algorithm was uncomplicated and readily agreed to adopt it. While organizing the code in a simple and elegant way, emphasis was laid on enabling to add new functionalities on the fly with minimal code changes. Throughout the development lifecycle of the application, the team has taken immense responsibility by doing peer code-reviews and providing valuable feedbacks and inputs helping the overall quality of the code. It has also helped in implementation of simple, readable, easy to understand, and maintainable code. In order to display the results to the user so that he/she understands the beauty of the compression technique- it was pretty important to keep the result data as simple as possible, to help user comprehend and grasp the concept quickly. It was decided to show the initial character count of the original sentence (without any compression), the character count of the compressed sentence, and then the percentage increase/decrease in the size of the sentence after applying the compression technique. The results are arranged in an appealing way which highlights relevant, important details for the user to take away after playing the game.

## Shaurya Mittal

XP value: ***Courage***

Our project has come to last few weeks and it looks like we are making a good progress. Perhaps, we'll be able to complete the game well within time. Everybody did their work diligently this week as well and honestly reported their individual process of their respective work. Moreover, as we have been doing since the inception of this project, every one of us courteously told the mistakes if there was any. Now, our next task for coming weeks is to keep up the same pace and keep doing what we have been good at.

In the meeting this week we also sat together to integrate some parts of the project and helping each other with various types of problems. There are some things which are still there to be addressed as were identified by us we all met. All such clarity has only been possible because of this XP value courage. It has taught us how all of these values can make so much of a difference in software development life cycle. Every XP value has it's own significance and courage however may not sound that important, but weeks after weeks everyone of us has realized that the transparency that courage within us has provided has done wonders to the project as a whole.

As stated earlier, me and my team members will try even more to be true to our work in coming weeks and as there are around three more weeks to go we'll try to learn agile development principles as much as possible to make software development easy and effective

## Aishwarya Rao

XP value: ***Feedback***

This week there was not much to discuss in the meeting because everything was planned already and everything was going according to the plan. We planned on implementing the project in processing as well as HTML5. So, last week we finished coding the first part of the game and this week we placed a box where we can drag and drop the text and so the text can get compressed. It goes through an algorithm and all common words undergo compression and the compression percentage is displayed. There are a few bugs and the UI is still not as good as expected so we planned on working on the UI.

We started working on the multiplayer feature of the game as well. We set up the environment required for it and started implementing whatever is required. Not everyone was familiar with setting up the environment required so the team had to work together and set it up. It took us some time to get familiar to the concept and understand the requirements. The team is still discussing about the extra features to be included and how to design the UI. If the team comes up with the UI design and finish off the multiplayer setup in the upcoming week, we would be able to submit the project by the required time.

Also the UI designed for now is user friendly but its not that attractive but a little more effort into the UI design and the game will be more user friendly. Since the game is being designed to help people understand the concept of text compression, the game can be kept simple and no other features are required than the features available right now.

**YashasviKomma**

XP value: ***Communication***

The ability to communicate effectively implies the success of the project, communication ensures the success of project. Communication is about talking about the risks and the issues and helps to articulate the project goal.

This week we discussed and worked on the compression techniques and how a better compression technique can be implemented. The character count was taken into consideration for calculating the compression percentage. Also we have integrated the work done by us in this week. We discussed about the next steps that has to be done for the project, like how to make it a multi player version. Communication is one thing that lets all of us to share ideas and how well we communicate is directly proportional to how well we implement the project. The frequent communication among us helps us to have track about the progress of our teammates and accordingly we work on the game.

The things that are to be done were discussed, like Also we how to change the User Interface and how to improve the look and feel of the project and making the project to a multiplayer version was discussed.

